



## YOUR NEW CARD COLLECTION BEGINS HERE!

With this card collection,
which runs from issues 131 to 134,
you can play three games:
Roshambo, High Value, and Family of Four.









#### ROSHAMBO

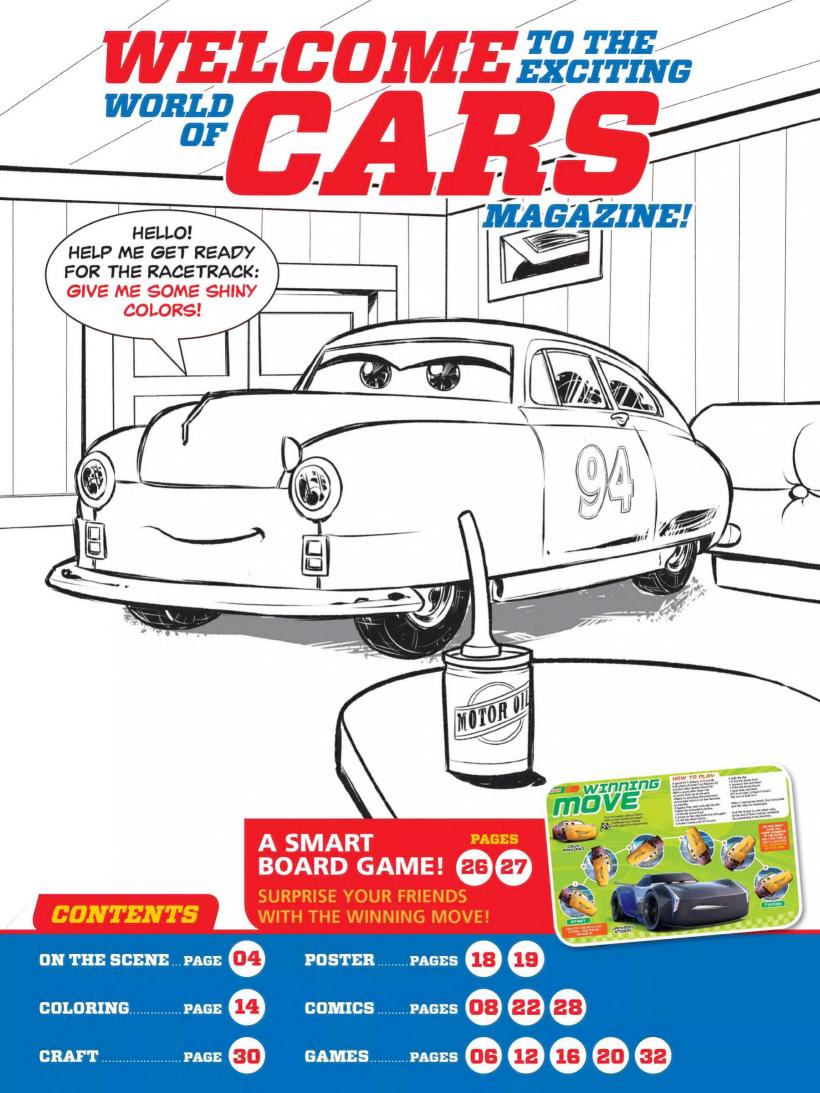
A game for 2 players.
Object: to win more cards than your opponent.
How to play: The cards are dealt equally to both players. Take turns revealing the top card in your decks, and follow these rules:

agility beats weight weight beats cunning cunning beats agility

If the cards played are of the same suit, keep playing until there's a winner. Cards won in each challenge are set aside and cannot be played again.

And the winner is . . . the player who's won the most cards at the end of the game.

YOU'LL FIND THE COLLECTION'S FIRST 8 CARDS ON PAGE 35, HAVE FUN!





#### THE FIRST SIGNS

Cruz wins the Thunder Hollow Crazy Eight. It's the first clue that makes us think she's not just a trainer, but that she has the heart of a real racer.





#### TRAINING TIME . . . FOR?

While her job is to train Lightning, her instinct leads her to overtake him during a practice run on the old Thomasville track.

#### A STAR IS BORN

At the Florida International Speedway, Cruz surprises everyone—first and foremost, Jackson Storm. With a move worthy of the great Doc Hudson, she wins the race and becomes the newest member of Team Dinoco!





9

10

5



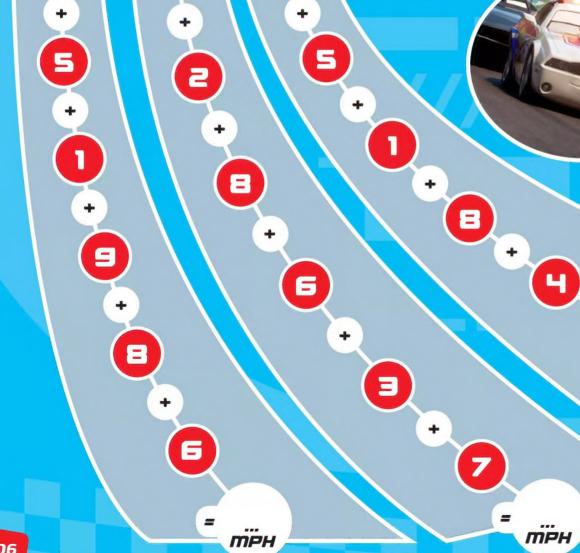
Cruz has her big chance but must return to the track in front of the pace car without exceeding the speed limit.

To find out what this limit is, do the additions and subtractions at the 3 possible exits from the pit.
The lowest one's the speed limit!



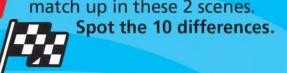


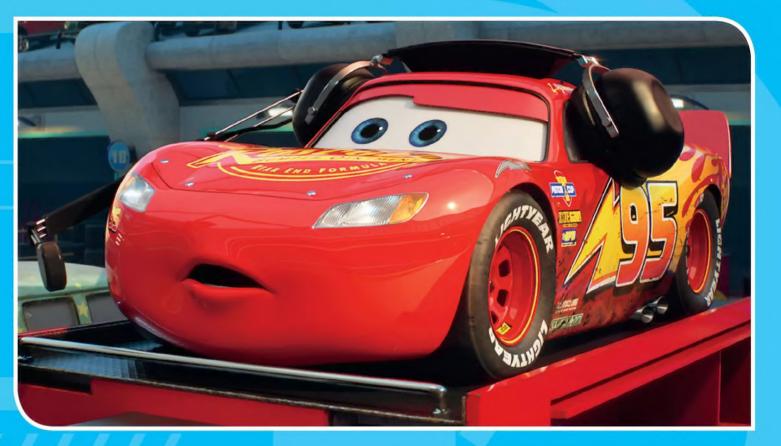


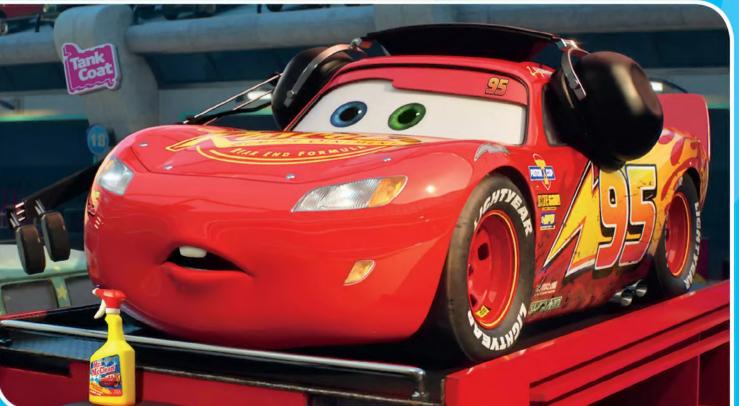




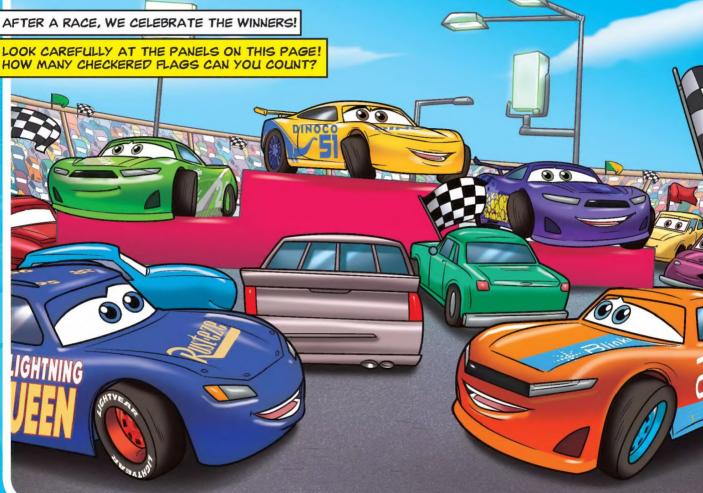
Lightning takes on the role of crew chief, but some things don't match up in these 2 scenes.

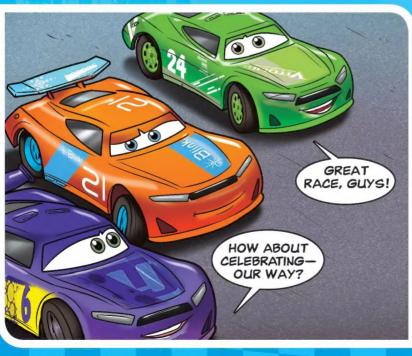


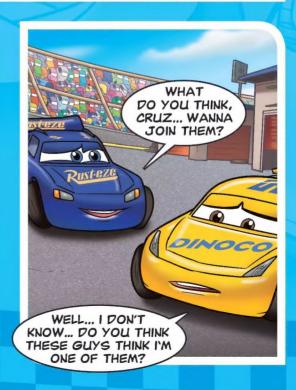




### ON YOUR MARK, GET SET, PRANKS!



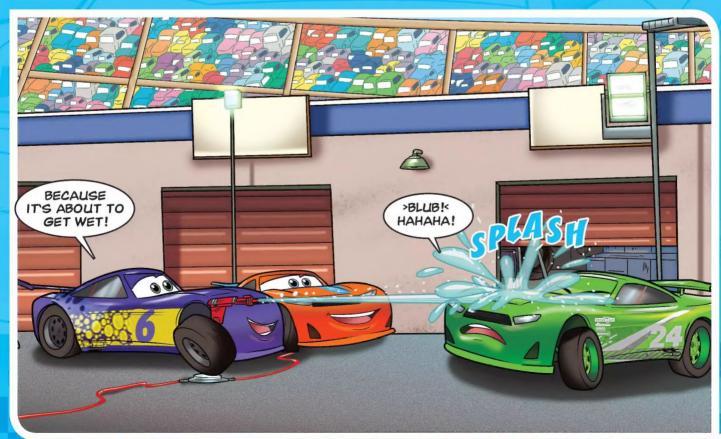






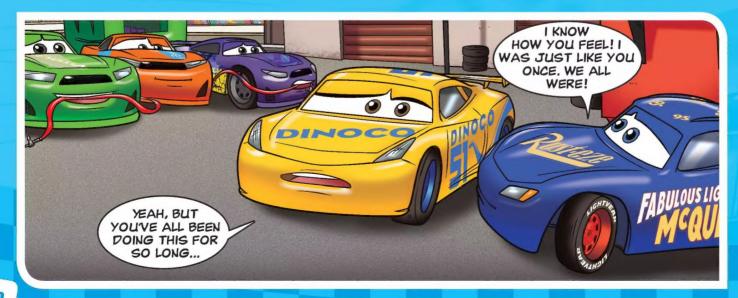




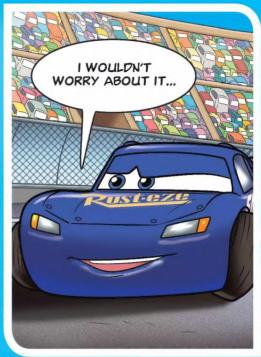














## GAMES # HOMETOVIN

Something is wrong with the Cotter Pin sign. Rearrange the 10 sections to fix it.





Meeting up with Legends isn't something that happens every day. Do you know what their numbers were when they competed?



To find out, match up the color sequences below. Then write the numbers in the blan below. Then write the numbers in the blanks.



#### SHE'S AN ...

Luigi has fallen in love with Sweet Tea and thinks she's an ...

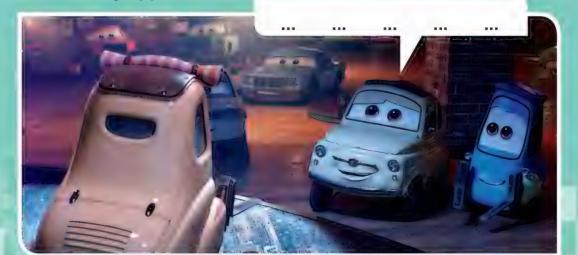


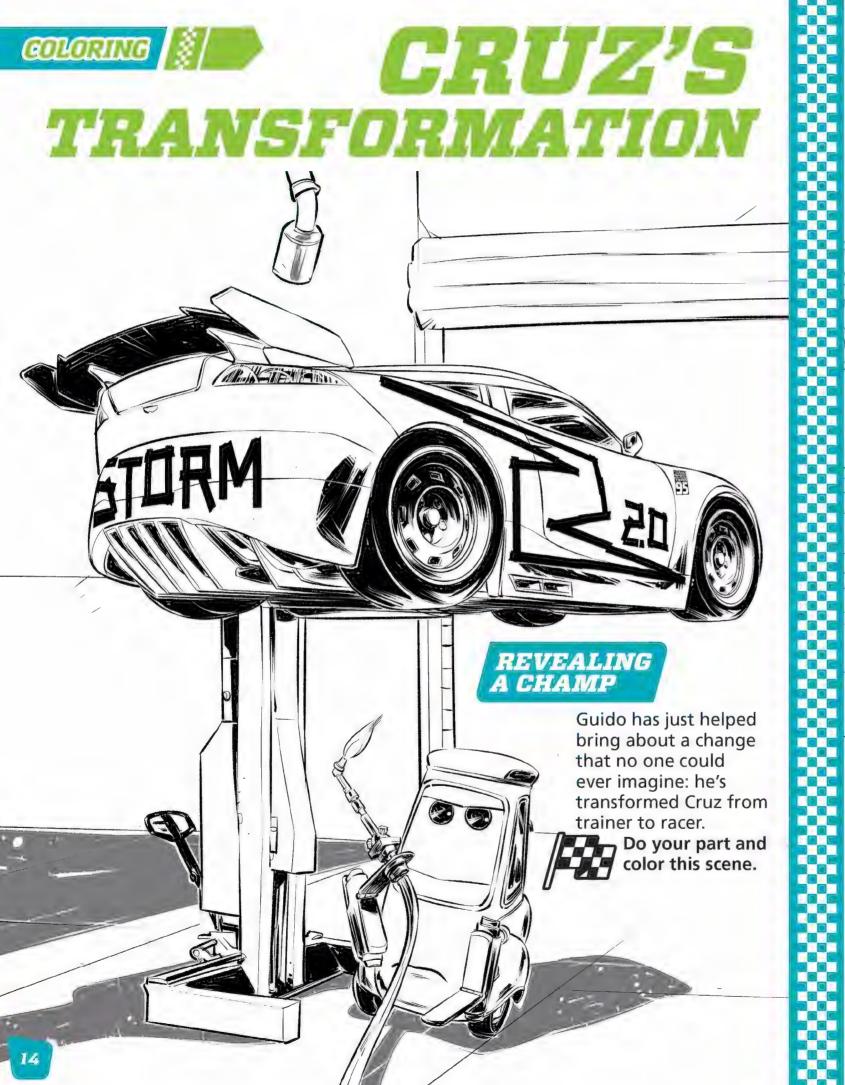
To complete Luigi's balloon, cross out the matching letters and write the remaining 5 in the order that they appear.

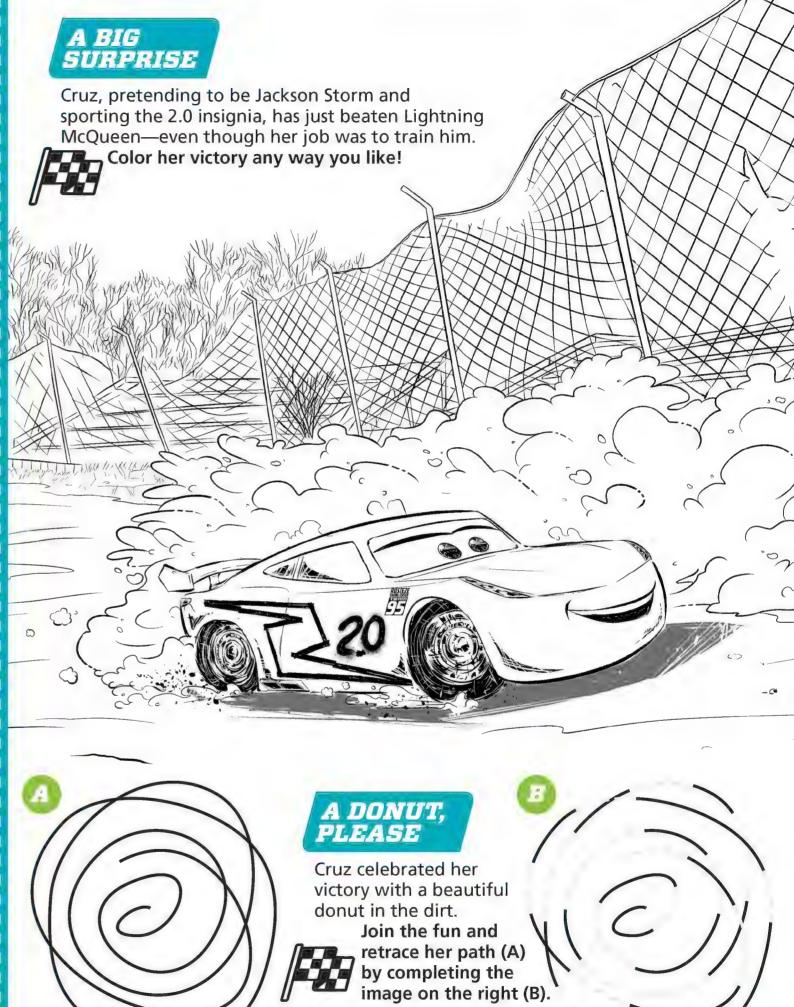












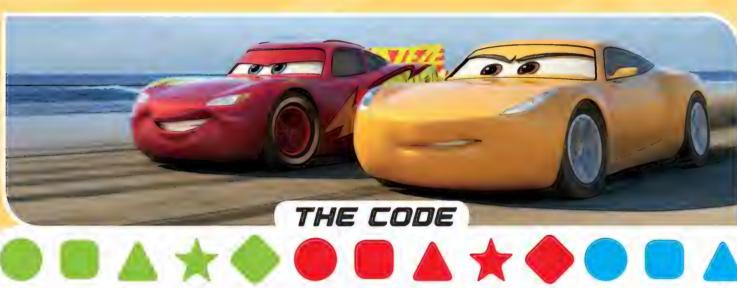
# CAMES OF THE

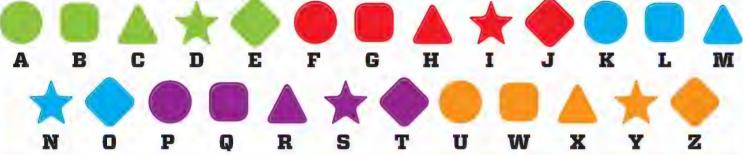


To calculate Lightning's speed on the sand, Cruz asks for Hamilton's help. He's her . . . what?



Use the code below to find the 3 words that describe his role.









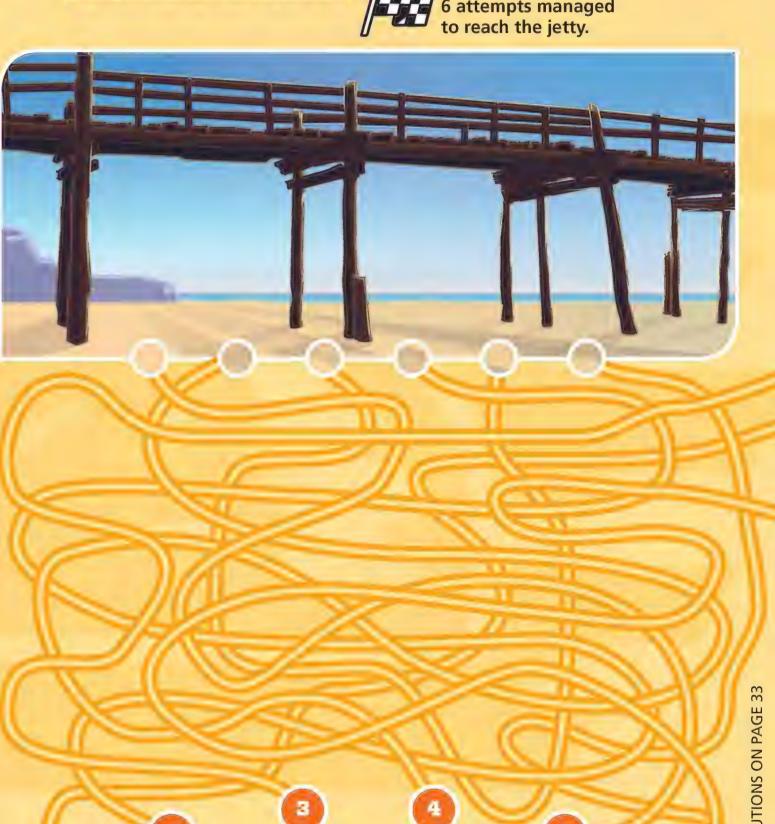




Cruz has a hard time going straight on the sand.



Find out which of her 6 attempts managed to reach the jetty.













## TV STARS



RYAN

LANEY

BUCK

BEARINGLY



Shannon Spokes is the most skilled journalist when it comes to getting the news straight from the pit.

Starting from each racer, follow the paths to find out the order in which she interviewed them.



BOBBY **SWIFT** 







REV ROADAGES



"Boogity, boogity, boogity!" That's only the first part of the cry that Darrell Cartrip yells at the start of each race.



LET'S

GO RACING,

DUDES!

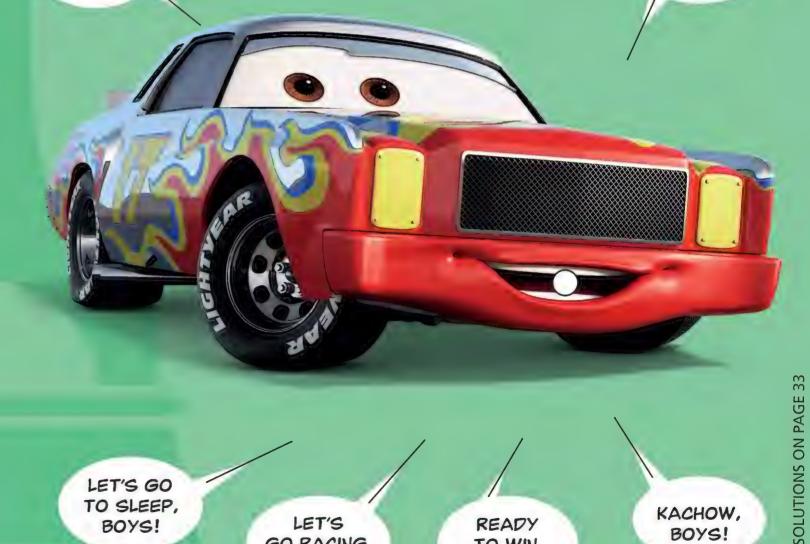
To find out what else he says, draw a straight line from each balloon tail. The one that hits the circle in his mouth is the answer. Use a ruler for help.

LET'S GO PLAYING, BOYS!

READY TO RACE, BOYS?

LET'S GO TO EAT. BOYS!

> LET'S GO RACING, GUYS!

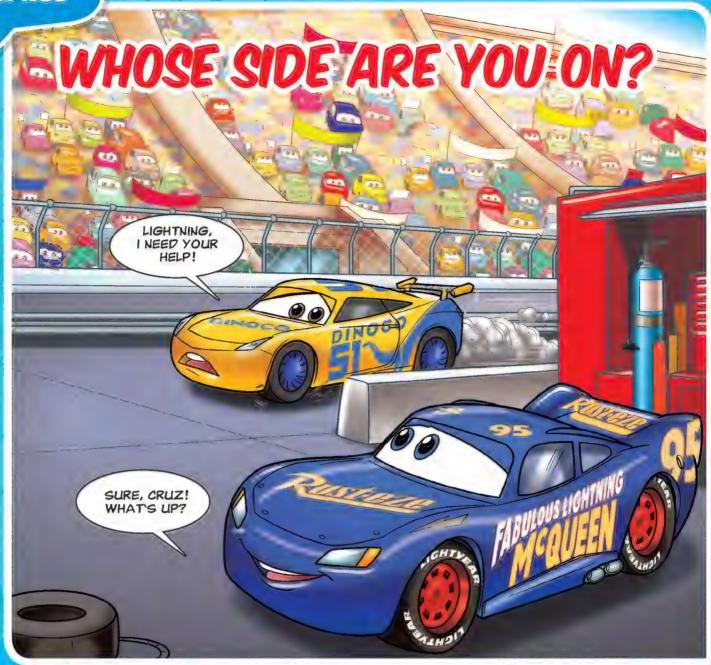


LET'S GO TO SLEEP, BOYS!

LET'S GO RACING, BOYS!

READY TO WIN. BOYS?

KACHOW, BOYS!













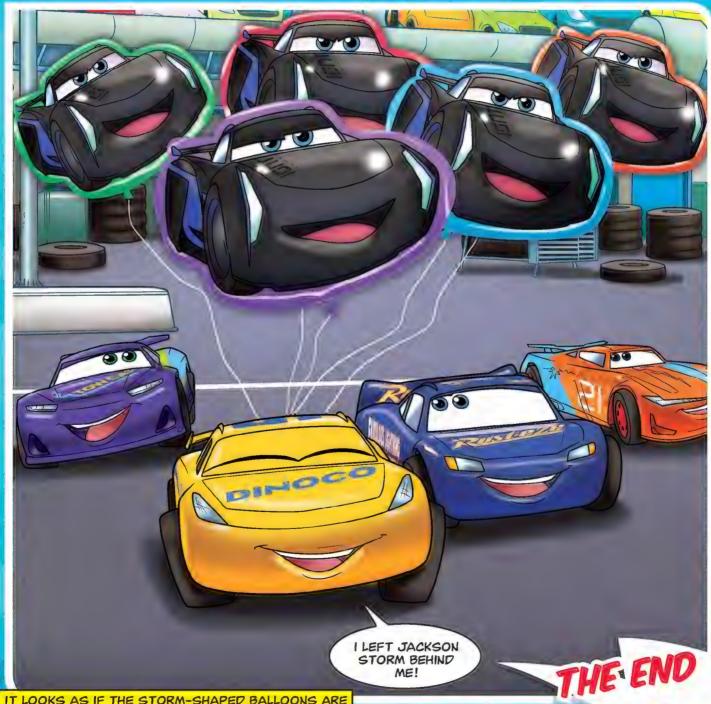












IT LOOKS AS IF THE STORM-SHAPED BALLOONS ARE EVERYWHERE! COUNT HOW MANY THERE ARE!

ANSWER: THERE ARE 5!

# CAMES NO VISION OF THE PARTY OF

Cruz has beaten Jackson Storm with a move he did not expect.

Challenge your friends in this game for smart racers.

#### HOW TO PLAY

A game for 2 players, in 2 rounds.
One player chooses Cruz Ramirez (C) and the other Jackson Storm (S).
Mark a point after every roll, to count them up at the end.
Object: to complete the somersault to overtake Storm in as few launches

as possible.

C begins from start and rolls the die.

Follow the instructions below.

- If the die shows Cruz:
- C moves to the next level and rolls again.
- If the die shows Storm:
- C doesn't move, and it's S's turn.

#### S rolls the die:

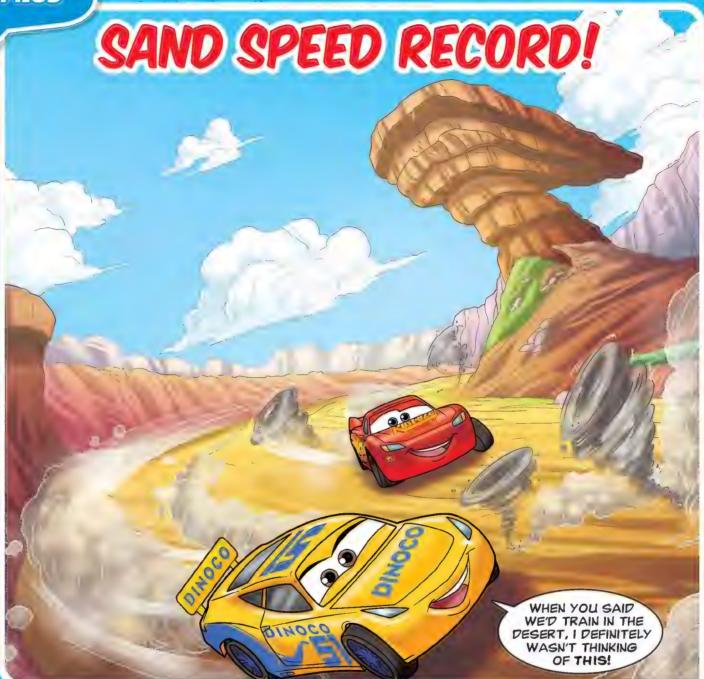
- If the die shows Cruz:
- **C** moves to the next level.
- If the die shows Storm:
   C goes back one level.
- (If C is on start, it doesn't move.)

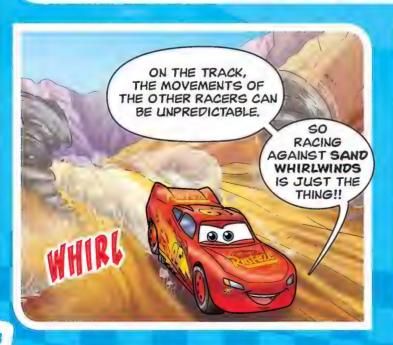
The turn is back to C.

When C reaches the finish, the round ends and the roles are exchanged.

And the winner is . . . the player who, at the end of the 2 rounds, completes the overtaking in less launches.











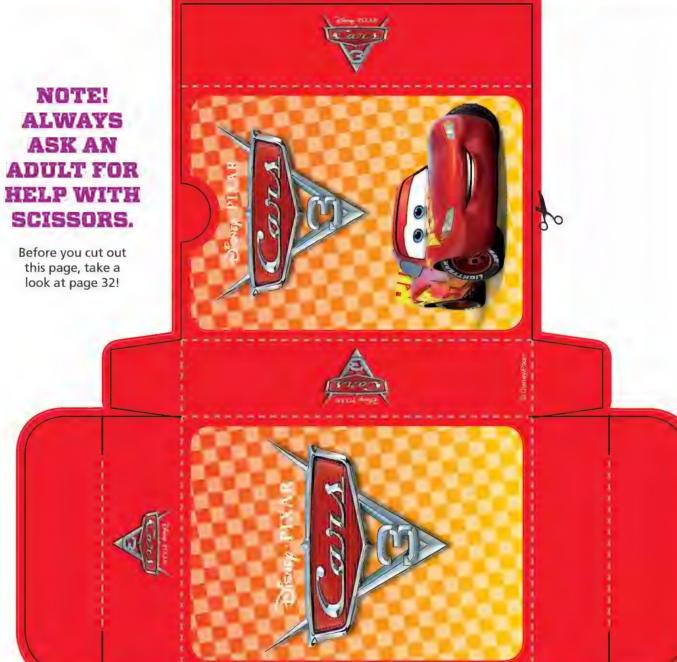












BLUE THIS PLAP

# GAMES DE LO LO SELECTION DE LA CONTROL DE LA



Lizzie is taking a nap. Would you like to surprise her by fixing her storefront display?

Put the 12 missing pieces back in place to complete this scene.





#### GAME SOLUTIONS

#### PAGES 4-5

4 OUT OF 8 ANSWERS:

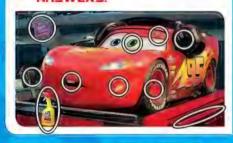
2-4-5-8

#### PAGES 6-7

A SECOND CHANCE ANSWERS:

#### A=36 B=35 C=37

LIGHTNING'S NEW JOB ANSWERS:



#### PGES 12-13

THE FAULTY BANNER ANSWERS:

> A=9 B=7 C=2 D=10 E=4 F=1 G=5 H=3 I=8 J=6

SPOT THE SEQUENCE 2 ANSWERS:

> JUNIOR MOON 11 RIVER SCOTT 34 LOUISE NASH 94

SHE'S AN ... ANSWER:

ANGEL

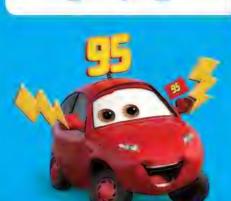
#### PAGES 16-17

HAMILTON IS ONLINE ANSWER:

> ELECTRONIC PERSONAL ASSISTANT

CROOKED TRAJECTORIES AUSWERS:

2 - 4 - 5



#### PAGE 20

BEAT ON THE PIT ANSWERS:



#### PAGE 21

STARTING SHOUT ANSWER:

LET'S GO RACING. BOYS!

#### PAGE

SHORT SNOOZE ANSWERS:

A=6 B=3 C=1 D=2 E=8 F=7 G=4 H=5 I=10 J=9



#### LET'S PLAY!



Cut out the token and the die to play the game on pages 26-27.



CRUZ RAMIREZ





RAMIREZ







**GENE** 



DISNEY PUBLISHING WORLDWIDE Global Magazines, Comics, and Partworks

Lynn Waggoner

**Editorial Director** Bianca Coletti

**Editorial Team** Guido Frazzini (Director, Comics),

Stefano Ambrosio (Executive Editor, New IP), Carlotta Quattrocolo (Executive Editor, Franchise), Camilla Vedove (Senior Manager, Editorial Development), Behnoosh Khalili (Senior Editor), Julie Dorris (Senior Editor)

Enrico Soave (Senior Designer)

Ken Shue (VP, Global Art), Roberto Santillo (Creative Director), Marco Ghiglione (Creative Manager), Manny Mederos (Creative Manager), Stefano Attardi (Illustration Manager) Portfolio Management Olivia Ciancarelli (Director)

Business & Marketing

Mariantonietta Galla (Senior Manager, Franchise). Virpi Korhonen (Editorial Manager)

Contributors Francesca Frigo

Valentina Cambi

Editing

co-d s.r.l./Fabio Galavotti - Mılano

Prepress

Lito milano S.r.l

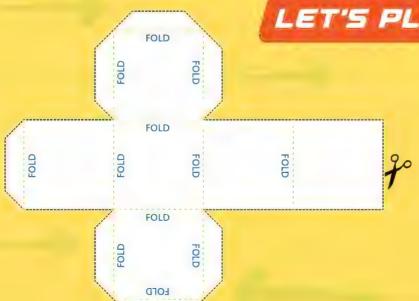
Materials and characters from the movies Cars, Cars 2, and Cars 3. Copyright © Disney Enterprises, Inc., and Pixar. All rights reserved.

Disney/Pixar elements © Disney/Pixar; rights in underlying vehicles are the property of the following third parties, as applicable: Hudson, Nash Ambassador, are trademarks of FCA US LLC; Dodge®, Jeep® and the Jeep® grille design are registered trademarks of FCA US LLC; Ford Coupe, and Model T are trademarks of Ford Motor Company; Darrell Waltrip marks used by permission of Darrell Waltrip Motor Sports; Carrera and Porsche are trademarks of Porsche; Sarge's rank insignia design used with the ap

proval of the U.S. Army; Volkswagen trademarks, design patents and copyrights are used with the approval of the owner, Volkswagen AG; FIAT is a trademark of FCA Group Marketing S.p.A.; Chevrolet, Chevrolet Impala, nd Monte Carlo are trademarks of General Motors; Background inspired by the Cadillac Ranch by Ant Farm (Lord, Michels and Marquez) © 1974.

Disney Pixar Cars
The Walt Disney Company Limited
3 Queen Caroline Street, Hammersmith,
London, W6 9PE

Cut out the token and the die to play the game on pages 26–27.





#### RUST-EZE TEAM



#### CIGHTNING) MCQUEEN







SAND

MUD ASPHALT

#### RUST-EZE TEAM



#### CRUZ RAMIREZ







SAND

MUD ASPHALT

#### RUST-EZE TEAM









SAND

MUD ASPHALT

#### RUST•EZE TEAM



#### RUSTY RUST-EZ



SAND





MUD ASPHALT

#### HIGH VALUE

A game for 2 players. Object:

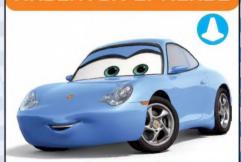
To win all your opponent's cards. How to play: The first player picks the top card from

his or her deck and challenges the second player by choosing the highest of the three values: sand, mud, or asphalt. The second player responds by picking the top card from his or her deck. The player with the highest card value wins the challenge and the cards, which are then placed at the bottom of his or her deck. The winner of each challenge launches the next challenge. If the cards' values are equal, further challenges are launched until there is a winner, who gets all the cards that

And the winner is . . . the player that wins all his or her opponent's cards.

have been played in that turn.

#### RADIATOR SPRINGS









SAND

MUD ASPHALT

#### RADIATOR SPRINGS



#### Maga







MUD ASPHALT SAND

#### RADIATOR SPRINGS



#### FILLMORE



SAND



MUD ASPHALT

#### RADIATOR SPRINGS



*SARGE* 







SAND

MUD ASPHALT

